



THE GHERM GUYSTM
GHERM THE WORLD

show bible

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background: premise, overview, point of view, format

show premise

“The Gherm Guys™ Gherm the World” is an animated science fiction/heist/comedy series that follows The Gherm Guys™ (pronounced “Gurm”), an international group of narcissistic professional party crashers who had a failed reality tv show for one season.

After an attempt to crash a VIP party goes wrong, the gang ends up stuck traveling through space and time....covered in blue dye and poop... in a smelly-ass Port-A-Potty Time Machine - The Turdis! Now, The Gherm Guys™ travel through their time machine and get to party with King Louis XIV, fight velociraptors, and save the freaking world. But unbeknownst to them, the Turdis is controlled by their archnemesis Professor Photon, a mad scientist who hides in plain sight through his own Bill Nye-ish children's science show.

Think Archer / Grand Theft Auto / Umbrella Academy/Always Sunny in Philadelphia...less historically accurate, more good old fashion debauchery.

plot overview

With cameras and Twitter users providing blanket coverage of each big news story, and influencers clogging Instagram with their useless lives, the whole world has become full of micro-celebrities, some of which even secured their own shows. Enter “The Gherm Guys”.

The Gherm Guys™ are a group of loveable underdogs - VIPs in their own mind... and professional party crashers who once had a TV show about their party-crashing business.

The last time you saw The Gherm Guys™, they were probably dominating the highly profitable 12-17-year-old male demographic on the HTV7 network with their super awesome reality show about “gherming”. From sneaking onto the red carpet at the CMAs, to conning their way into Fashion Week, The Gherm Guys™ made gherming cool. Their mission was to get as close to celebrities or VIP events as possible, with the hopes of hanging out with them and being seen as important. Together with his team of professional gherms, they proved to the world that they would do anything for a “Gherm Op”.

Unfortunately, after one season, an ill-timed, yet heartfelt, apology to the Guatemalan community, and a few jabs at the president of the HTV7 network, The Gherm Guys™ went from zeros to heroes to zeros – doomed to flash-in-the-pan status alongside people like Octomom, Rebecca Black, and Honey-Boo Boo. Left wondering how they are going to get back their star power and residual checks, they embark on a failed attempt to gherm their way into a VIP party for their archnemesis Rory. Now running from the law, they end up in a porta-potty time machine aptly called “The Turdis”.

Now, The GGs have the ultimate opportunity to gherm the world (despite being covered in poo and blue toilet dye) and recapture their dignity, fame, and fortune that they once enjoyed during the one and only season of reality show... that is, if they ever figure out how to make it home without being sabotaged by their archnemesis Rory who is one step ahead of their every move.

point of view

Each episode of the show is filmed and narrated documentary-style from the point of view of Beas. The all-knowing, all-seeing camera-man and producer of The Gherm Guys™ has a TMZ-man on-the-street style of videography.

In each episode, the point of view routinely flips back and forth from behind Beas' camera to a regular point of view.

For example:

- When Beas is narrating, the viewer will always see his point of view from behind the lens of his camera. This is indicated by the video camera viewfinder w/crosshairs, flashing timecode, etc.
- Beas also uses numerous close-ups, quick changes in camera angles and continuous shots, as the guys continually break the 4th wall.
- When Beas is not narrating or recounting a scene, the point of view changes from behind the camera.

format

Cold Open. Each episode begins with a flash of the time machine shooting across the sky, with a poo-filled flame (rocket boosters). An item falls out of the time machine, which gives a clue as to what the episode is about... i.e. A French flag falls out of the time machine for the episode about the French Revolutionary war.

Act 1. The opening scene of Act 1 immediately follows the cold open with a flash-forward of a very bad situation that The GGs have gotten themselves into during their time travels. We then flashback to reconstruct how they got into this situation with heist-film-like planning.

Act 2. The second act of the show focuses on the guys dealing with adversity, causing more chaos and occasional diversions, and inadvertently getting out of the situation at hand.

Closing. In closing, understand and recover from what has happened to them, with flashes to Rory's spaceship as he reacts to their adversity. Rory is a major source of the adversity the GGs face, due to traps that he leaves when he was "there" first.

themes: show, characters, signature sounds, nicknames

recurring themes of the show, running jokes

- When a **guest character enters the Turdis** for the first time, they use toilet-humor cliché expression or pun
- The **GGs are completely oblivious** to their surroundings (no emotional IQ) and always live in the moment.
- The **GGs** frequently find themselves embroiled in the **wrong side of revolutionary situations**.
- **Rory is always one step ahead** of the GGs on every Gherm Op. He leaves clues in every episode to prove he's been there first. The clues are intended to "reveal" who the guys & Julie really are, but no one ever puts it together.
- **Dante is the voice of reason**, the smartest GG by far. He is the only GG that picks up on the clues that Rory is leaving behind in each Gherm Op. He is a technological savant that uses his skills to save the guys the majority of the time. However, the guys dismiss his opinions and observations 100% of the time.
- The GGs refer to **Dante as African American** because he was born in South Africa. (Note - the guys don't treat him differently because of this. It's just a slow reveal that his heritage is South African.)
- The **interior and exterior of the Turdis are not reminiscent of one another**, as it is less of a real physical space, and more akin to a portal. The exterior of the Turdis appears to be a normal-sized 4-sided porta potty, but once inside, it is a massive hexagonal-shaped room at least 500 sq feet in size with at least 15-foot ceilings.

character flaws

- **Beas** controls the viewer's POV. He sees everything and has first hand knowledge of every situation at hand. Beas comes across as too laid back, like a TMZ cameraman just going with the flow. He doesn't reveal any patterns or warning signs unless he is in danger, too. Beas has a dark side, though, and he is hiding a big secret.
- **Julie** thinks she is the boss of all people and situations. She is overconfident in her ability to fix situations. Julie has a tendency to talk at people and bulldoze a situation to force her way, especially when she runs the "heist"-like planning sessions. She is the queen of foreshadowing, but no one listens to her because she's too intense and talks too much.
- **Hank** is a one-of-a-kind, full-blown narcissist. He is convinced the world is hanging on his every photo -- and word. He believes he is a celebrity influencer and obsessively takes "selfies". What he lacks in self-awareness, he makes up with his goofy charm. He uses made up

words with confidence (a very Gary Busey-esque quality) and switches to speaking in Spanish whenever he says a “number” (i.e. “season ‘dos’” instead of ‘season 2’) to appear smarter and more authoritative.

- **Mort** is the first of two English characters; he is addicted to sex and alcohol. The self-proclaimed ladies' man isn't really good with the ladies, and he is incapable of having a dialogue that refers to something other than liquor or women. He also seems to have crippling “mommy issues”.
- **Dante** is never taken seriously because the guys aren't smart enough to recognize how much value he brings. He thinks he is looked down upon because he is an intern - it's his second internship with a reality show. He can at times be too humble because of his “intern status”.
- **Neg** is the second English character; he has the attention span of a gnat and seems to be the biggest liability to the GGs. He is obsessed with dressing in costumes (or as the Brits say “fancy dress”), which the show tries to gloss over by saying he is a “master of disguise”. He secretly has a deeper connection to Beas; his lack of awareness could be a front.
- **Rory** has split personality disorder: the beloved tv show character “Professor Photon” who wants to educate children about science, and “Evil Professor Photon” who wants to take over the world and is secretly behind most of the sabotaged “gherm ops”.
- **Rory** is also desperate to be noticed by the GGs and at odds with his split personalities. Except for Dante, the rest of the GGs have no idea that Rory has an “Evil Professor Photon” alter-ego. They think Rory himself is trying to sabotage them, but don't make an attempt to figure out why or how. So, Evil Professor Photon is never satisfied and keeps trying to push the envelope to get noticed.

signature sounds

- **Turdis flying** - sounds like an old 1970s pick-up truck trying to start (stalls out a lot)
- **Turdis taking off** - sounds of Dante pulling a heavy metal lever followed by a Turdis making the sound of a rocket launching
- **Turdis dripping** - sounds of reverberant dripping that gradually starts to slow and quiet as the Turdis remains still
- **Turdis idling** - a faint alien signal is picked up that only Dante can hear when the Turdis is idling
- **Turdis door** - sounds like an old heavy steel prison door that is badly in need of some oil
- **Muddy footsteps** - When the Turdis lands, the guys walk through the waste and blue dye, and it stays on their shoes until it dries
- **Hank taking selfies** - always says “Ooummm. Selfie time! [Click + ping]” and makes a “duck face”
- **Neg's excitement** - always says “whoop, whoop” when he is excited

- **Neg entering confrontation** - always yells “nuggets” to initiate confrontation and “leg-it” when he is running away from conflict
- **Dante’s sign language** - he only knows the gesture for rocket ship
- **Dante’s drone** - sounds like a massive helicopter hovering closely overhead
- **Mort’s drinking** - swishes the ice in his drink before making a deep gulp when he is drinking or taking “shots” of alcohol
- **Rory’s morse code** - taps out “I’m a TV Star” in morse code (instead of SOS)
- **Rory’s laugh** - has a high pitched, prepubescent, fast vibrato laugh to accompany his nasally speaking voice when he’s out of character
- **Rory’s spaceship** - sounds like a super quiet alien drone
- **Beas’ video camera** - when the camera powers on, the camera click and beep that
- **Beas’ narration** - his voice is slightly louder from behind the camera than when he is not on camera
- **Julie’s cell phone** - clicks on her cell phone like she is typing on a typewriter “hunt-and-peck-style”
- **Julie’s shoes when walking** - her high heels click on the ground when she walks

nicknames or related terms for “the turdis”

Blue-Bearded Blumpkin
 Blue Burner
 Blue Deuce
 Blue Kiss
 Blue Room Bingo
 Blue Water Day
 Blumpkinator
 Caveman Rocket

Chili Bus
 Deep Sea Diver
 Diffley
 Dirty-Lu
 Dry Land Turd
 Hershey Squirt
 Hot Pocket
 Mexican Space Shuttle

Muffin Martyr
 Piss Bucket
 Shitshed
 Shitshack
 Shitshins
 Smurfburn
 Turd Hearse
 Windy City Shitty

brand: style, influences, anatomy

illustration style of the show

The characters are “has-beens” that live in the past. So the root of the design lends itself to a modern twist on homages to mid-late 80s and early 90s design styles of animation. The clean, bold color palettes, lines, and geometric shapes, however, are partially influenced by the Bauhaus style which was created around 1919. This was an influence that reemerged in 80’s style animation with the Simpsons, and again in mid 2000’s animation with Rick & Morty where modern hand-drawn illustrations are used to capture complex thoughts with simple lines and colors.

This presents itself through:

- hand-illustrated backgrounds and characters prior to digitization
- thick black outlines on all characters and objects
- bold color palettes - heavy on primary colors CYMK

alt styles for future episodes

One of the aspects of the show is that the illustration style can vary for “theme episodes”. Some of the styles that could be used for a “theme episode” include:

Paper cut
Stop motion
Inkblot (aka “rubber hose”)
8bit

FPS video game
Fortnite
Alternate cartoon universe
Sketching/line drawing

pop culture influences

The show doesn’t directly reference other shows for inspiration. There are a few shows and toys that have been influential. These include:

Funko Pop
Seinfeld
It’s Always Sunny in Philadelphia
Community

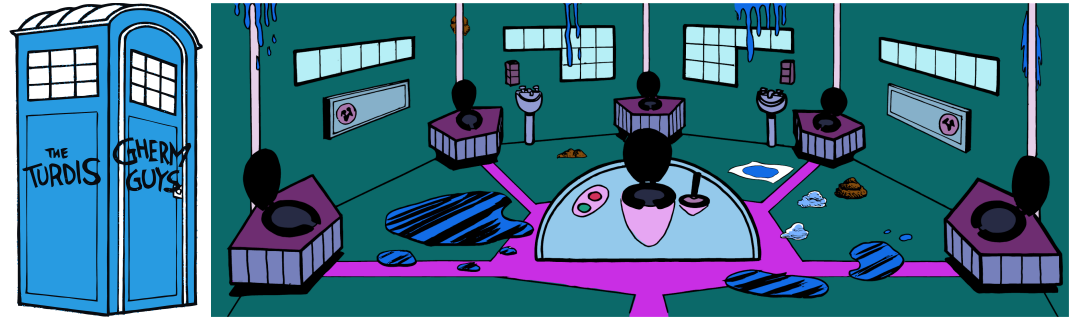
He-Man
Archer
Rick & Morty

Simpsons
Teenage Mutant Ninja Turtles
Pinky & the Brain

illustration style of the turdis

The **interior and exterior of the Turdis are not reminiscent of one another**, as it is less of a real physical space, and more akin to a portal.

The exterior of the Turdis appears to be a normal-sized 4-sided porta potty. Once inside, the interior presents itself as a decagonal-shaped room at least 500 sq feet in size with at least 20 foot ceilings.



anatomy of the turdis

1 shuttle control center / captain's chair is situated in the middle of the Turdis

- Dante occupies this seat and operates the Turdis.

8 shuttle seats with hidden seat belts that are situated around the perimeter

- Beas, Julie, Mort, Hank, Neg normally occupy the seats around the perimeter on the back half of the Turdis, behind the captain's chair.
- Julie always sits in the same seat, second from the door.
- Beas tends to be on either the seat to the left or right of the captain's chair so that he has a full perspective of everyone's faces.
- Mort, Hank, and Neg do not have a particular seat

1 door / entrance way to The Turdis that is situated to the left captain's chair

illustration style of the characters

All characters on the show have the same shaped heads, body proportions, ears, eyes, feet and hands, but the proportions are intentionally unrealistic. This is because the real-life versions of the characters are parodies of themselves.

For example:

Large head

Represents inflated ego

Non-fit bodies

(Skinny arms, legs, neck, sunken-in chest, flat/clubbed feet, and a fat lower belly "pooch",)

Represent laziness

Fat hands w/ four fingers

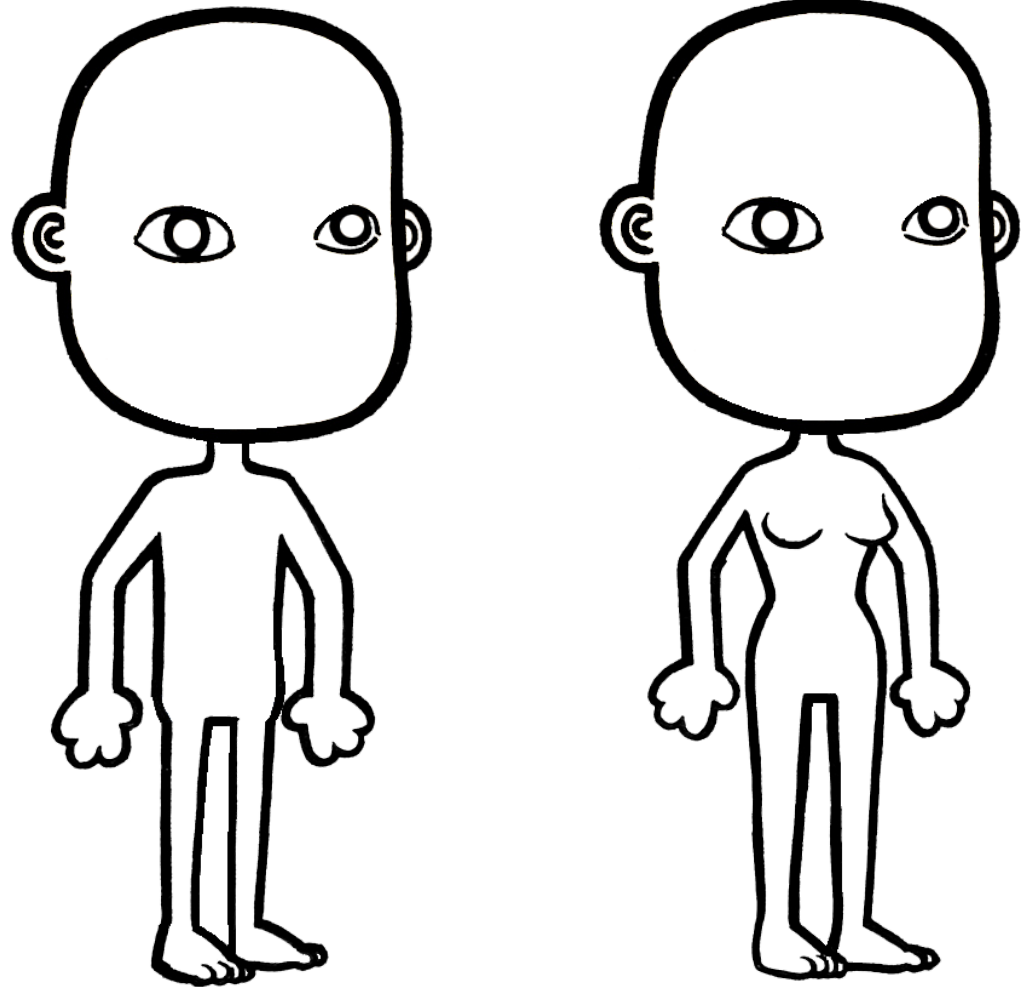
Represent impracticalness

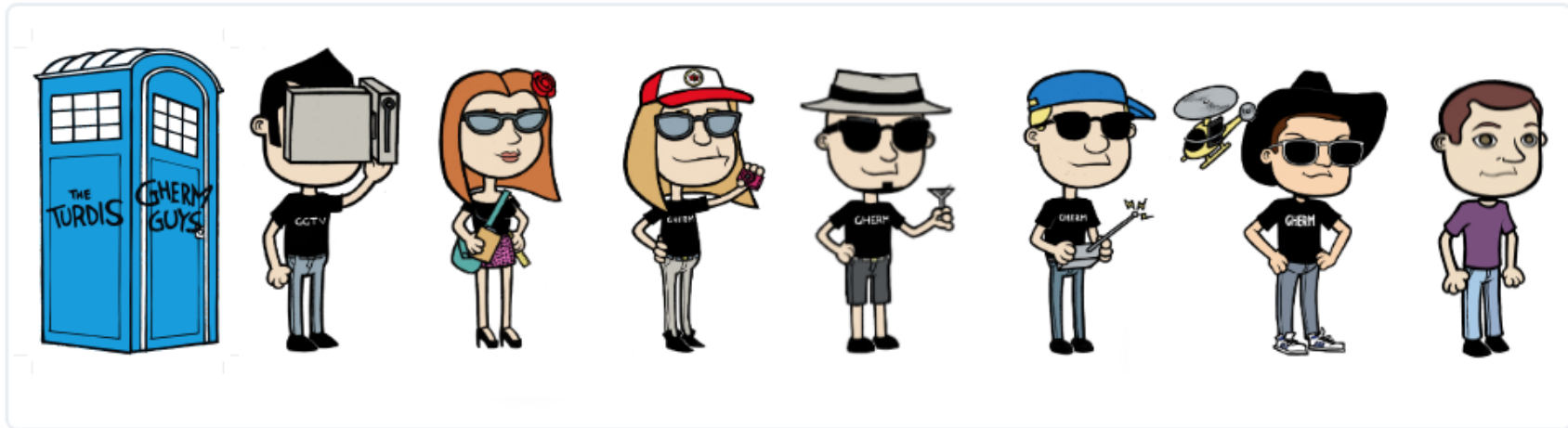
Small ears

Represent terrible listening skills

Wide, round eyes

Represents innocence





Other design trends for character attire

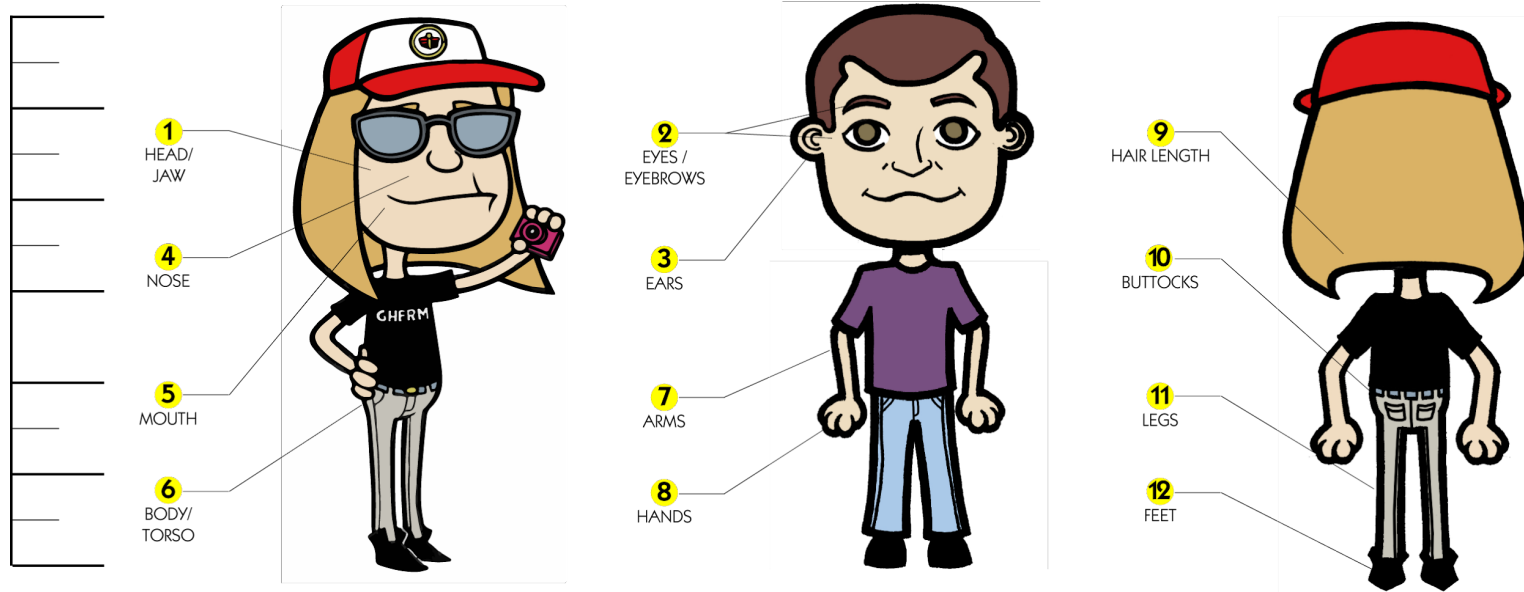
The GG uniform: Beas, Julie, Hank, Dante, Neg, and Mort all wear black shirts and sunglasses as the GGs “uniform”

- **Beas** wears a Haynes t-shirt with the word “GGTV” in white lettering on the front;
- **Julie** wears a black blouse;
- **Hank, Dante, Neg, and Mort** wear Haynes t-shirts with the word “GHERM” in white lettering on the front; and
- One exception is when **Neg is in “disguise”**; he wears the attire that fits the disguise. For example:
 - Neg as “Annie” doesn’t wear sunglasses, but wears an oversized flowery shirt, a mid-length skirt, rain boots, a blonde wig, balloons in his shirt (for boobs), high heels that are too big, and carries a large bag for a purse while sometimes holding a doll “baby” named Treasure.
 - Neg as the “Urban Cowboy” wears a black cowboy hat along with his normal GG attire (black shirt, jeans, tennis shoes, sunglasses, tennis shoes), and rides a stranger “Piggy-back”, holding nuggets or a burger to throw at people during a “bowl-off”.

Specialty accessories or style for each of the main characters

- **Beas** also holds a video camera to his face at all times.
- **Julie** wears a pink fluorescent-colored skirt and a rose in her hair; she carries a teal purse (for a cell phone), a ruler, and a notebook.
- **Hank** carries a red DSLR camera for selfies. Hank also wears Goorin Brothers (brand) red-colored, trucker-style hats, and black high-top shoes.
- **Dante** carries his drone with him most of the time and wears a blue baseball cap that is turned around backward or to the side.
- **Neg** always has a full bucket of chicken nuggets sitting next to his porta-potty chair. He also wears white tennis shoes
- **Mort** always holds a martini glass in his hand; it is not always full. He is the only GG that wears grey cotton shorts and a tan and black fedora.
- **Rory** wears basic jeans & a purple t-shirt when he is off camera.
 - **Good Professor Photon** looks like Rory (it's his good alter ego) but wears a white lab coat with an electromagnetic wrench in the pocket, khaki pants, a blue plaid button-up shirt, a red bow tie, and a belt that says "LOVE" on it.
 - **Evil Professor Photon** looks similar to Rory (it's his bad alter ego) with a white lab coat and red tie and khaki pants, but his electromagnetic wrench is activated in the pocket (so you can see the waves), he has a nervous smile and crooked eyebrows; he is also wearing a green shirt with a yellow circle logo on the middle that says P2 (his superhero crest), and his below buckle says "EVOL", which is "LOVE" backward.

anatomy of a character



KEY

1 Head + jaw - square, oversized

2 Eyes + eyebrows - round eyes; GG's covered by sunglasses; thick, slanted upwards above eyes; large pupils

3 Ears - small, round circles that align to the top of the eyebrows

4 Nose - GGs have half ovals, women have carats, Rory is hybrid

5 Mouth - males have lines for mouths when closed, women have full lips; the side view reveals an underbite.

6 Body / torso - high-waisted, with a shorter torso than the legs (~1:2.25 ratio); slight belly to show they are "skinny-fat"

7 Arms - skinny, long

8 Hands - 4 fingers, look more like mitts

9 Buttocks - flat

10 Legs - skinny with a thigh gap that is visible for those who wear skinny jeans

11 Feet - undersized, foot length aligns with the belly

12 Hair length - only special guests (like King Louis) have hair that is beneath the shoulders

characters: main cast, arcs

overview

The main cast is comprised of:

1. Beas: the lead cameraman and director of the prankster reality show “The Gherm Guys”
2. Julie: the business manager Hank, Mort, Dante, and Neg and producer of their prankster reality show “The Gherm Guys”
3. Hank, Mort, Dante, and Neg: D-list improv comedians and stars of “The Gherm Guys”
4. Rory aka Professor Photon: archrival of The Gherm Guys and beloved star of the kid’s science show “Professor Photon”

MEET BEAS

The Producer Gherm + Lead
Cameraman (pronounced
"Beez")

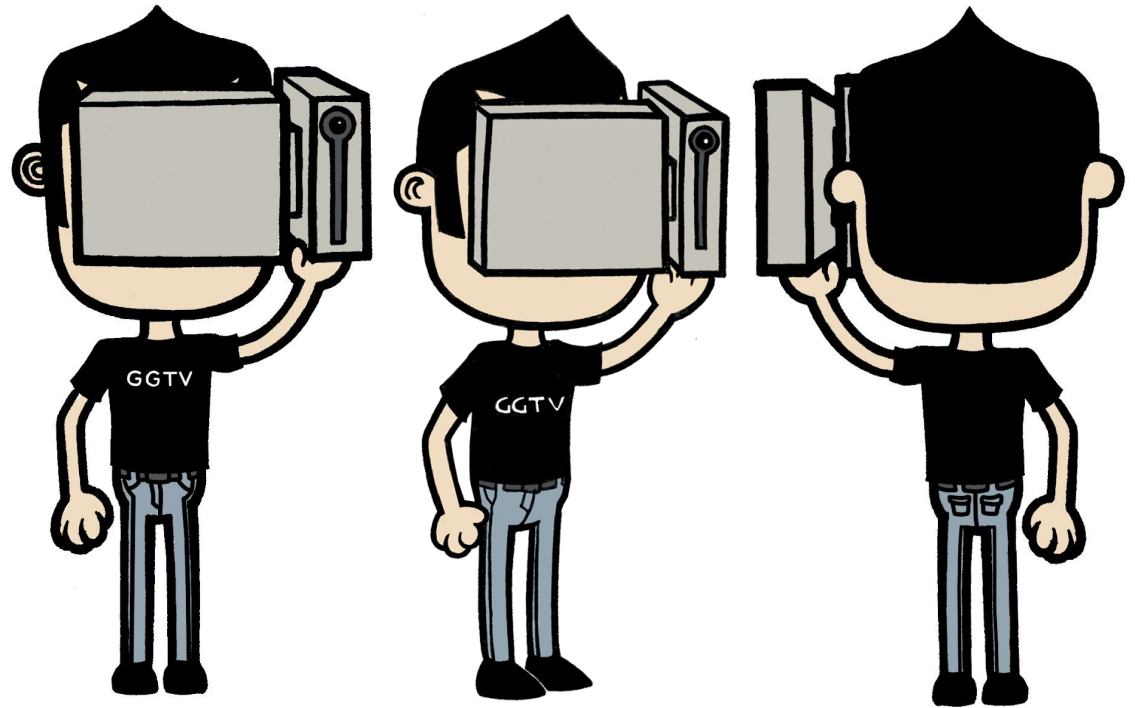
Beas makes 'em look good from
all angles, even when he's
running from a T-Rex or French
Revolutionaries. He encourages
the guys to look their best. He
helps the guys stay nourished
(craft services!) And most
importantly - even though you
never see his face, he is always
there.

Catchphrases:

"Well done"

and

"I see everything"



MEET JULIE

The Business Manager Gherm

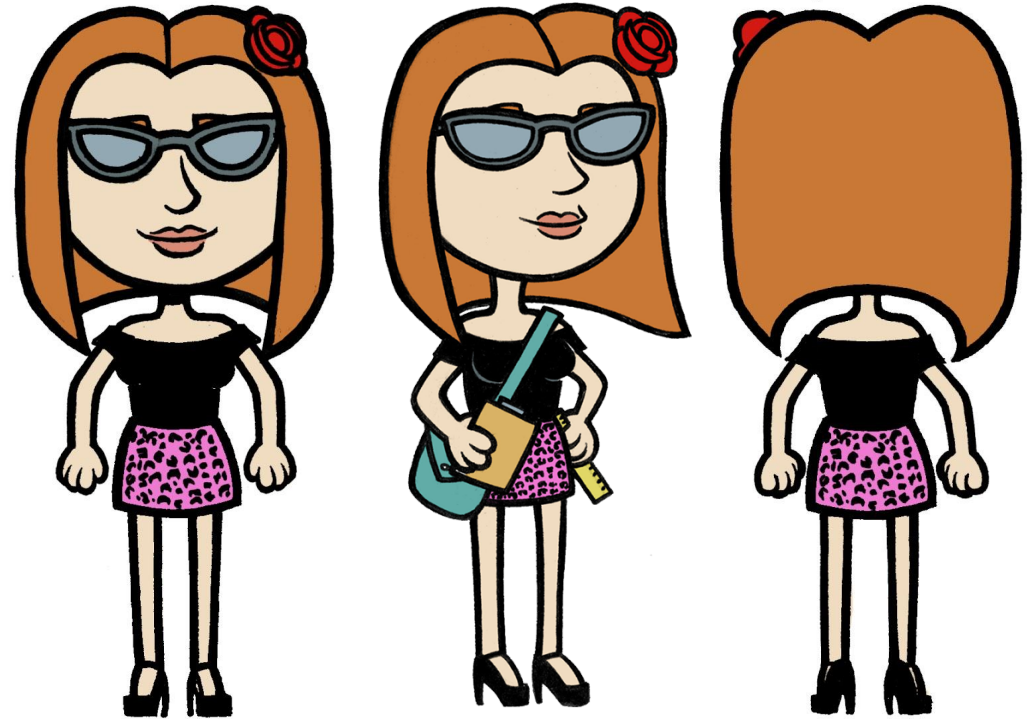
Julie's style is stuck in the 80's- she's the hottest girl in her hometown (in other words = LA average). She has lots of rules- sometimes the guys call her "Rulie". She takes the guys to Ops, but she has no sense of direction. And most importantly, she keeps the guys grounded.

Catchphrases:

"Here we go"

and

"I'm so nervous"



MEET HANK

The Boss + the CEO-G of the world's 1st professional gherming company

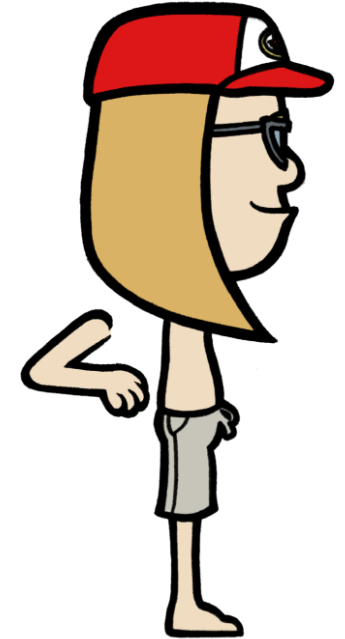
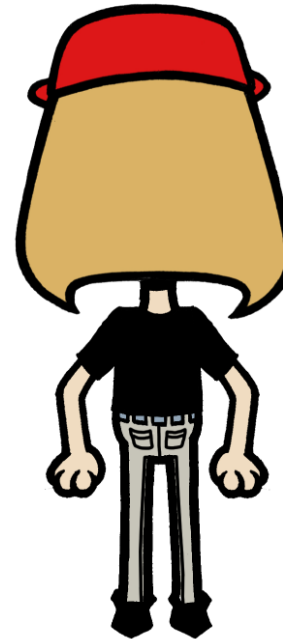
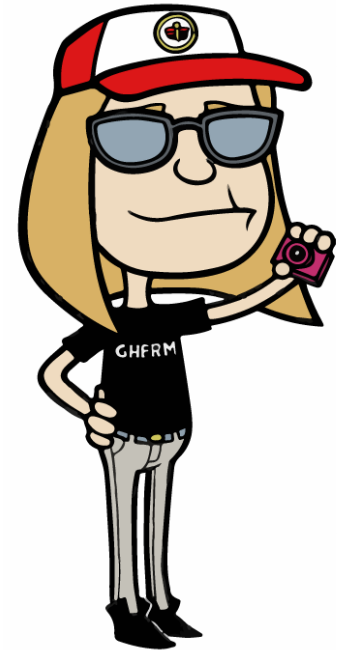
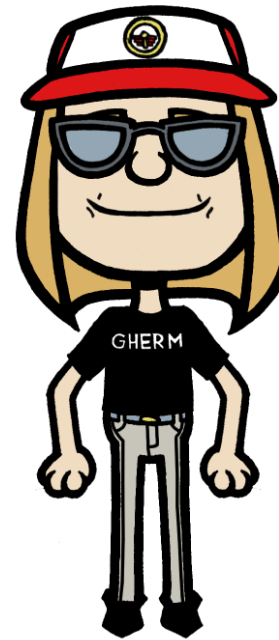
Hank's really tall with long flowing hair and has overgrown his skinny jeans but wears them anyway. He is a bit of an exhibitionist and uses the tactic of taking an item of clothing off in a tantrum. He uses big words – like "crededentials". He is charming and takes good pictures of himself. And most importantly, he sets a good example for the team.

Catchphrases:

"We're the professionals"

and

"Be Ghermified"



MEET MORT

Hank's Associate + The Party
Gherm

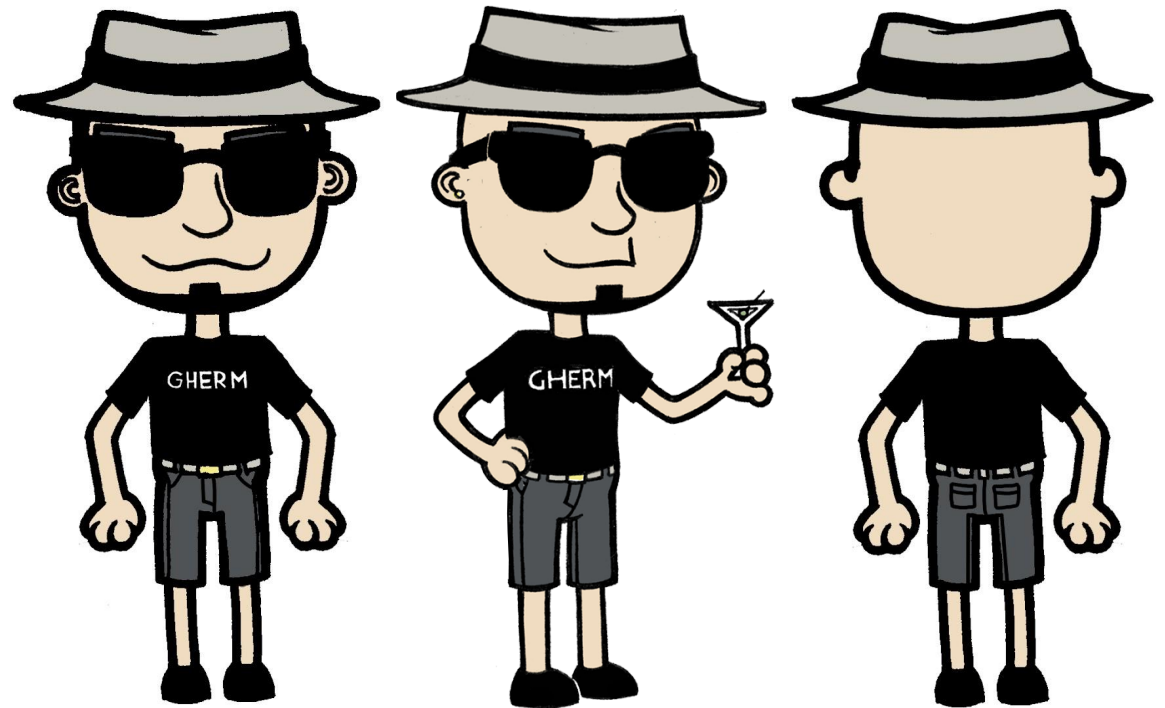
Mort's British, and he looks like a magician who's given up. He has an awesome Jewish name. He thinks he has a way with the ladies. And most importantly, he is really good at drinking.

Catchphrases:

"Fair enough"

and

"I'm not going anywhere without my drink"



MEET DANTE

The South African American Gherm Guy In Training (Intern)

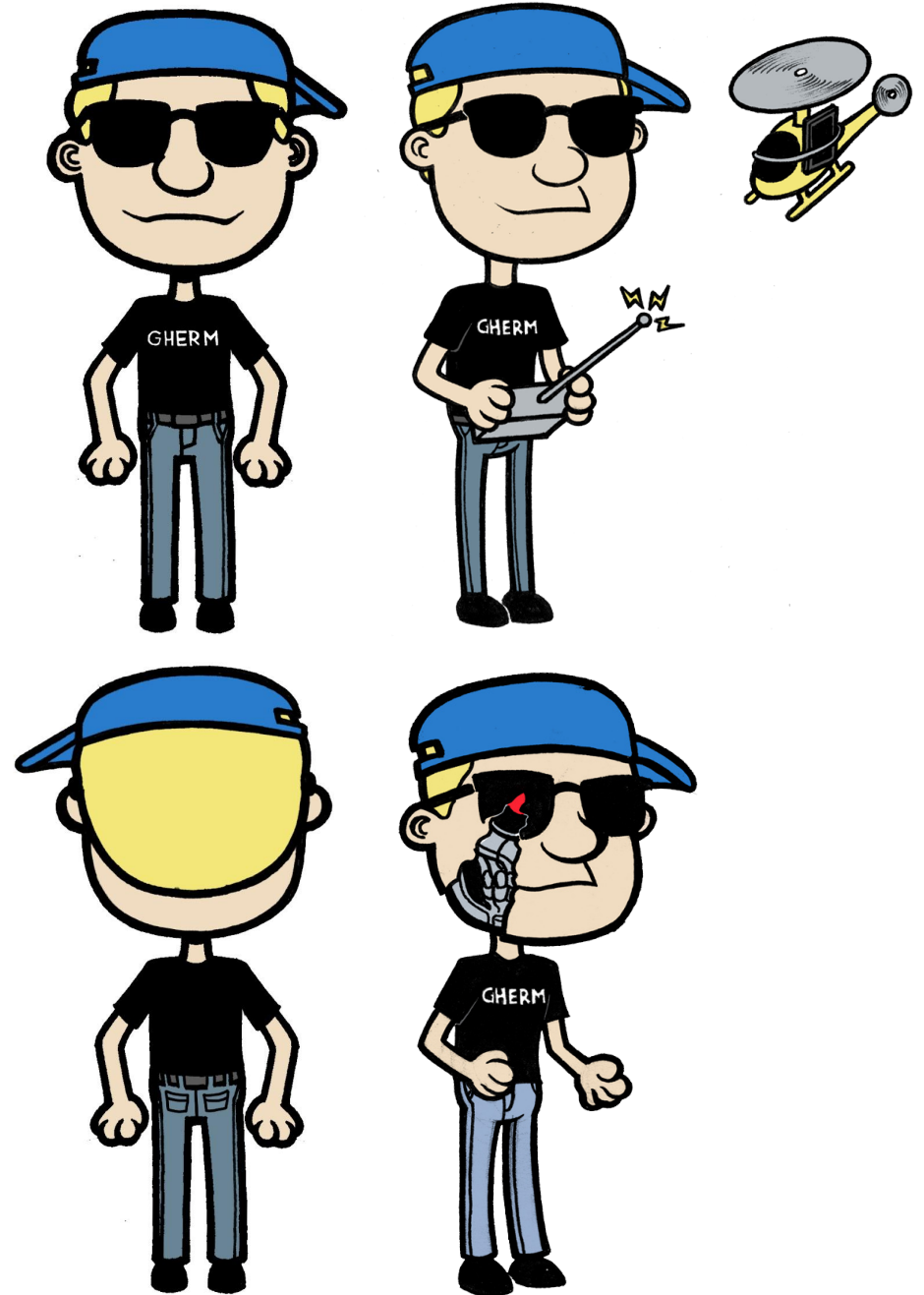
Dante's the nerdy noob, trying to keep up with the Joneses. He looks more like a Norwegian hobbit but he is actually from South Africa. He gets uncomfortable easily during risky situations. He's the voice of reason and is stuck being Hank's apprentice when he secretly wants to be just like Mort.

Catchphrases:

"I'm South African- American"

and

"Oh, we can get past security."



MEET NEG

"adulterated Gherm"

Also British, but from Essex and uses a lot of slang, not the Queen's English. He's the spontaneous prankster- the master of surprise and disguise, and he is always in his own world. He jumps on strangers' backs when they least expect it and calls it "Big Stranger Rodeo."

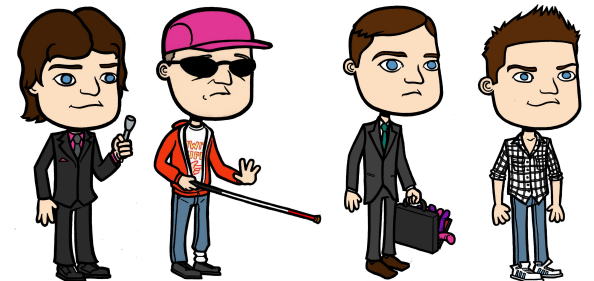
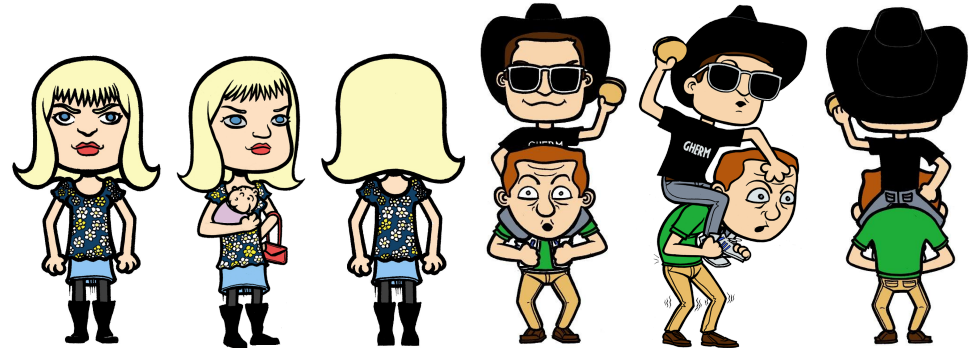
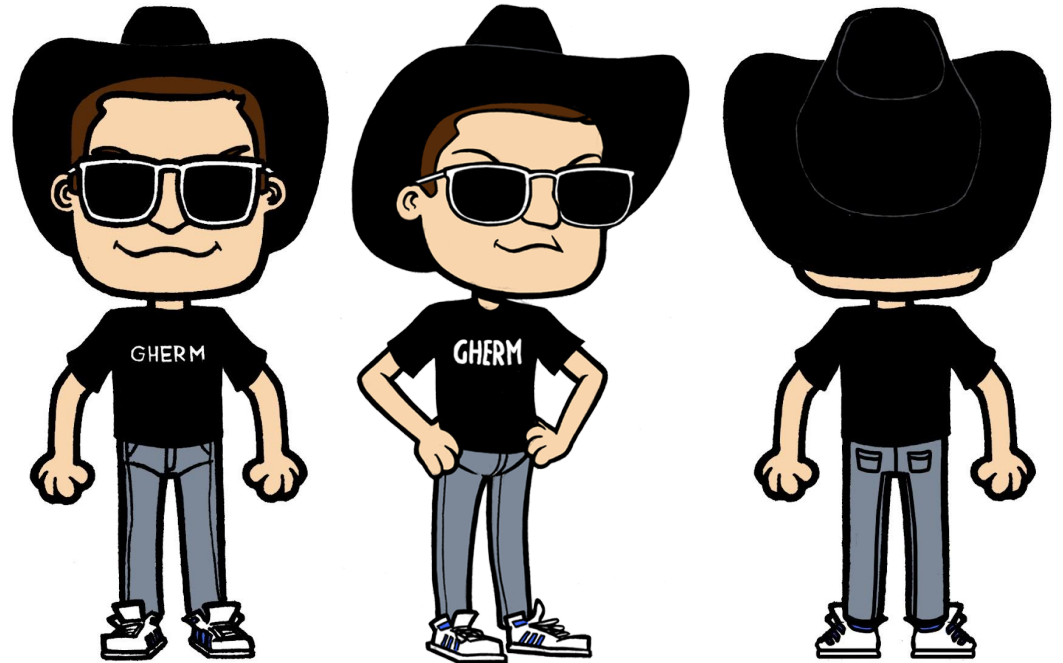
Catchphrases:

"Whoop! Whoop"

"Nuggets"

and

"Leg It!"

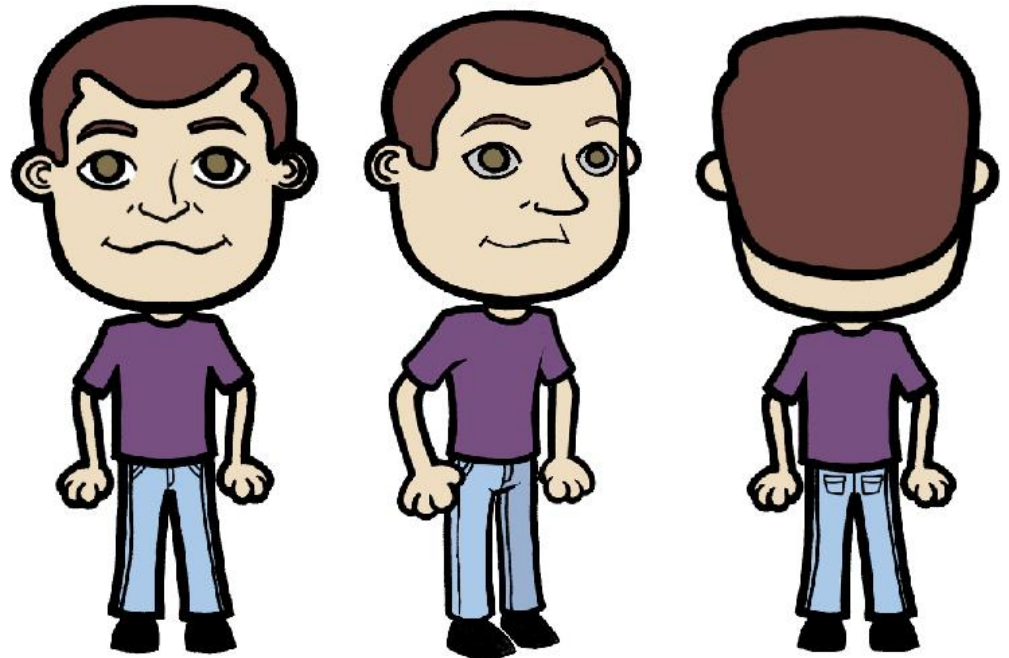


MEET RORY

“Professor Photon”

Secret arch nemesis of the gherm guys and host of the short-lived kid’s science show called “Professor Photon”. Is also secretly obsessed with the GGs. He wants to be friends with - and a part of - the Gherm Guys. Is an introvert that hates change and is uncomfortable around people; has 2 alter egos that present themselves as a good & evil version of Professor Photon.

Catchphrase
“Oh boy.”



character arcs / end-game

The GGs eventually get their pitch meeting for season 2, but it turns out Beas didn't capture enough to show for it.

Julie is completely ineffective as a manager, but we find out that the GGs aren't her only client. Julie secretly manages Rory, too.

Beas secretly collects items from the adventures, and he may be a serial killer.

Neg may be a secret accomplice to Beas; in return, Beas is the source for where Neg gets his "costumes" or "disguises".

Dante originally interned for Rory and built his lab. His knowledge of Rory's lab is slowly revealed throughout the season. He is also defensive of Rory when the guys speak negatively of him. Rory encouraged Dante to apply to work for the GGs, thinking it would help him have a friend on the inside, but Dante is too loyal to stay in touch with Rory.

Mort has mommy issues and still secretly sucks his thumb and sleeps with a blanket.

Hank is a triplet that was adopted at birth because his parents could only handle 2 "Hanks", not 3. He knows he was adopted, but doesn't know that there are other "Hanks" in the world.

Rory leaves clues in every episode to prove he's been there first. The clues are intended to "reveal" who the guys & Julie really are, but no one ever puts it together.

episodes

In the pilot episode, we meet Hank and the rest of the cast of The Gherm Guys™, learn about their fall from fame and how they stumble into their poop-filled, blue-dye-loving porta potty time machine called “The Turdis”. We also meet Rory, the archnemesis to The Gherm Guys™, who stars in a competitor series called “Professor Photon.”

When the guys originally signed on for season 1 of their reality show, they placed in the time slot once owned by Rory, who had a children's science show called “Professor Photon”. Rory lost his time slot due to low ratings. However, Rory became a beloved pop culture icon after his cancellation, and regained his time slot when the GGs lost their show after 1 season.

The GGs’ attempt to gherm Rory’s VIP, invitation-only premier party abruptly ends with the Guys trying to get away from the party’s Bouncer and the police officers who have been alerted to the scene. As the Guys try to get away, they serendipitously land in a technologically advanced, poop and blue-due-filled porta potty time machine called “The Turdis”. They are quickly thrust into the French Revolutionary War where they kidnap King Louis XVI of France and end up in the middle of Jurassic Parkland during the revolt of the velociraptors.

In episode 2 and beyond, we quickly learn that The Gherm Guys have no control over where they travel and how to operate the time machine. From mechanical difficulties that threaten their “Gherm Op” of the Donner Party, to inadvertently changing the past, present, and future, these loveable underdogs seek to capture footage of their experiences traveling through space and time in hopes that they will one day make it back to present-day where they can get their TV show back... and residual checks.

future episodes

1. Soylent Gherm is People. The Guys get used to porta-potty-time-travel life and end up at Truckee Lake (now known as Donner Lake) at the base of Sierra Nevada in 1846... where the Donner Party is camped out. Meanwhile, Professor Photon tries to reconnect with Dante to get a good cup of coffee, but Dante’s memory has been wiped out of ever being his intern.
2. All You Can Eat Buffet. The Guys land in the Canadian province of Toronto in 2035. Convinced that Drake will recognize them and save them (although Drake is back luck for everyone), they set off to find him. They stumble upon a guy that looks like Drake who is taking a child to primary school... hungry, desperate, and out of money, they follow him into a school where a modern field day is taking place. The whole crew gets distracted from their mark; Neg and Mort get a whiff of the “all-you-can-eat buffet” in the cafeteria while Julie and Dante rediscover their competitive side in a not-so-friendly game of musical chairs. Hank hosts a square dance (or dunking booth or calls a bingo game). The guys get recruited to play dodgeball and get annihilated in the last 2 minutes... and get chased away by the sassy Foxy-Brown-like school crossing guard.

3. Dirty Sanchez. The Guys land in Mexico at Pancho Villa's place in 1923; his mustache gets blown off in the attack, and the vain Pancho Villa looks to the GGs to restore his dignity as he dies. In his last words "It can't end like this...", Pancho is referring to his appearance. Mort walks up, sticks his finger in Pancho's buttock, and gives him a dirty Sanchez, thus inventing the "dirty Sanchez" as a new legacy for the villain.
4. Patriots and Indians. The Guys land on a remote island off the coast of NY inhabited by nude Iroquois Indians and an unbelievably high amount of sphynx cats. The Indians are all preparing to join the Patriots in the War of 1812. The Guys think the "Patriots" are the NE Patriots, and they gladly join the efforts to prepare for the battle to be on the "right side of history" because they hate Roger Goodell.
5. Tainted Love. The guys land in The Papal Basilica of St. Peter in the Vatican on June 28, 1968. Neg disguises himself as a shitting nun to scout women for Mort in the Abbey. As he's walking around, he accidentally gets stuck in a closed-door meeting where the Pope is meeting with cardinals about "who will deliver the papal bull to summon the council." Neg pretends to be serving the leaders tea and accidentally responds "I love riding bulls." The pope looks up and makes eye contact with Neg and falls in love. He commands Neg to deliver the papal bull. The guys find a bull for Neg to ride, and they work together to invite all of the wrong people to the council.
6. Pooping in a Spacesuit Is as Complicated as It Sounds
(See article from Nov 29, 2016 - NASA needs you to rise to the Space Poop Challenge and help its systems to be used in the crew's launch and entry suits over a continuous duration ... astronauts are away from the nearest space station Porta Potty for up to six days.) Mort takes the challenge to have more time for drinking and talking to ladies.
7. Mid-Season Finale, Part 1 of 2: Drunk with Jesus. The guys land in biblical times, in the middle of The Last Supper... Hank and Mort run into Jesus and they get drunk on wine with prostitutes, causing Jesus to almost cause the 7-year flood. We see a montage of Hank and his new bestie Jesus as he learns to walk on water (holding hands, skipping on water), makes bread and fish, and builds wooden walls w/ hammers. Meanwhile, Dante and Neg have built a state-of-the-art ark for Noah and the rest of the crew and have loaded all of the animals, awaiting the flood. Julie is stupefied by Jesus. She has never heard of him and she incessantly questions Mary about her fixation with Jesus (idolizing him like he's a god). When the Guys go to say goodbye, Jesus is being dragged into a tomb by guards... Neg and Dante team up and disguise themselves as Roman soldiers to usurp the execution because one of the other guys set to die with Jesus is actually a relative of Neg because they look and sound exactly alike. The episode ends with Hank asking "so guys, since we stopped the execution of Jesus, who are all these Christians gonna worship?" Mort slowly looks at the "camera" breaking the 4th wall and does a sly eyebrow move. Quick cut out. The guys rescue Jesus out of the tomb and onto the time machine so he can guest Gherm on an op, but the guards have other plans... will they make it or risk being crucified?
8. Mid-Season Finale, Part 2 of 2: Jesus, Oprah, and the Flying Car. Jesus guest Gherms on an op in the future where Oprah is President... The whole crew is faced 1st hand with greed, corruption, and self-indulgence and they love it! Jesus buys a flying car and the GG's have a flying car chase to try to find Jesus and keep him safe. Meanwhile, Professor Photon is tired of crappy coffee and gets a car of his own to chase Dante.

Will they catch up to Jesus before Westboro Baptist Church does?

9. Mort Loses His Voice. Rory steals Mort's voice and thoughts, replacing it with a middle-aged woman's voice and thoughts. Hoping it will help Rory be better with the ladies, it actually helps Mort meet ladies, and Rory is infuriated.
10. Pollock. The guys land in a Jackson Pollock painting while the famed painter is going through a creative block. Pollack thinks he's being sabotaged bc his painting is different when he goes to bed and returns the next day. This happens a few days in a row, and Pollock decides to stay up all night and drink in his barn to "watch" his painting, only to see it come to life. He thinks it's the painting itself, but it's really the guys' muddy footprints. The entire episode changes between Pollack's POV and the Guys. Their muddy footprints become the "next level" idea he was missing, creating a masterpiece.
11. Lost in space. Mort and Neg have diarrhea after an op with King Tut (they ate lips and dicks thinking it was fish and chips--- they're British, you know)... The bathroom gets clogged in space, which stalls out the time machine, and the GG's fall into a wormhole. Dante's lack of ingenuity is put to the test as he has to find time to invent a way to keep the cameras charged. Hank keeps unplugging them to charge his phone b/c he's taken too many selfies. Will Dante figure out how to regain control of the time machine before Beas' camera battery dies?
12. Amelia Gherm-hart. The Gherm Guys spot a triangle of islands in the 1930s and attempt to land for a vacation... Unfortunately, Dante is distracted from his first controlled landing attempt because Julie is trying to direct him, and he inadvertently crashes mid-sky into Amelia Earhart's plane. Mort rescues Amelia and takes her onto the island. The pressures of having a "new girl" make Julie jealous; she likes being the only ambitious woman in the camp. Will their vacation be ruined or will Amelia help Dante learn the navigation system so they can get home?
13. Dante Almost Gets His Mojo. GG's land in a South African jungle amongst witch doctors... The other Gherm Guys come to find out that Dante isn't circumcised. Hank passes out at the thought of it, which causes Julie and Beas to find a witch doctor to help Hank to heal from his psychological wounds. The witch doctor then tries to put a voodoo spell on Dante to make up for the mushroom cloud in his pants. Instead, it makes Mort even more of a ladies' man. Will Dante ever get his mojo before the witch doctor makes any other faulty spells?
14. Gherming Thanksgiving. After an apparent crash landing on a remote-looking beach, Neg, Mort, Julie, Beas, Neg, and Dante wake up and notice that Hank is surrounded by Comanche Indians who are mesmerized by Hank's selfies... The Indians make him "Honorary chief catastrophic" after a word Hank made up, and hold a pig roast dinner in his honor-- only to find that the pig tied up for roasting is Rory, who fell through a sinkhole and landed there. Do the guys save Rory or do they escape to the time machine before they become the next meal?
15. HS prom. The GGs end up back in the 1990s at their HS prom where they encounter younger versions of themselves the day before prom... It turns out, the GGs met at prom, which is where it all began, but a young Beas isn't sure he can go because he is grounded. ADHD Hank gets a job as a substitute history teacher to get close to the guys and try to convince them all to go to prom so that the future of The Gherm Guys isn't in jeopardy! Will Mort get distracted with winning prom king? Will Beas man up and sneak out of his parent's house to capture footage?

16. Finale, Part 1: "Segunda oportunidad" Unique way for a throw-back show in a 2-part finale. The Guys finally get their chance to show the world what "season dos" (as in season 2") looks like. The guys celebrate too early. Julie overpromises and Beas underdelivers.

The GGs score a meeting to pitch a futuristic tv network executive on season "dos" of The Gherm Guys. In their preliminary meeting, the GGs hype up their adventures. Julie promises they have loads of footage for an HTV7 hit. The exec is intrigued and wants to see a rough cut of footage asap. So, the GGs schedule a follow-up meeting for the next week to give them time to pull together the season premiere.

Excited, Hank rents a hot tub, and we see him, Dante, Mort, and Neg return to a furniture-less GGHQ to throw their own party to gain some hype about their season 2. Meanwhile, Beas goes into the editing booth to "edit" the "season dos" premier, and Julie goes back into the Turdis, which is sitting outside of the GGHQ, to have some peace and quiet where she can work the phones to gain some interest from sponsors and the media. We cut back and forth between Julie working the phones, the Guys partying, and Beas editing.

However, most of the episode centers around Beas, as we reveal to the viewer that there isn't much to show or re-use because he may have filmed only part or none of what the guys experienced. Was it an accident -- or intentional? Are the files legitimately missing or damaged? Was Beas trying to hide something? We thought he saw everything? While "editing" and scrubbing blank or errant files, Beas has flashbacks to memorable moments that we (the viewers) thought he captured. The viewers are left in the dark on how Beas salvaged it in a cliffhanger.

17. Finale, Part 2: "Hiding in Plain Sight". The guys go the extra mile in a pitch meeting.

Beas has a 1:1 w/ Julie to reveal a trailer - she was expecting a full episode. Because he doesn't have anything to show, he just uses a bunch of stills - reminiscent of the opening credits in the show - that end with a fade out to a black screen that says "We don't live in the past. We want to create something new - with you, HTV7." Julie thinks Beas is a genius and the two of them align on the new "angle". Julie and Beas decide that he should bring a box of clothing and misc items that he's been secretly hoarding (like a serial killer fetish stash-box, one of which has a dress that looks like Annie the Trannie's) to prove the adventures were real.

During the meeting, they show the trailer, then bring out the box. Meanwhile, Julie goes into "pitch mode", non-stop talking at the exec is going through a list of ideas - thinking they have the exec's attention. The exec isn't having it but stalls them to feign interest while he presses a super secret button under his desk to alert security to kick them out (like in episode 1). While they're being forcibly removed from their chairs, Beas and Julie propose that before the tv exec kicks them out for good, he at least steps inside the box to see what it is like. Dante is the only one who is catching on, and jumps in to help convince the exec to come to the basement with his camera. (After all, we just learned that Beas' camera is dead). The reluctant exec calls his own cameraman to join the guys.

Once they step inside, Jesus is sitting inside on the toilet, reading an old Time magazine People of the Year. Stunned, the exec and his cameraman nervously follow Beas around a tour of the Turdis. Meanwhile, the guys are acting as oblivious as ever; Hank is taking selfies, Neg is dancing with Jesus dressed as Annie, and Mort is doing a kegstand from the toilet. Dante slips away to the controls, secretly preparing for takeoff. Julie distracts the exec by cornering him with the one idea she forgot: "what if you come with us on season 2 for a few adventures? A

pilot of the pilot. If you like it, you keep the footage and air it, if not, we keep the masters and go back to the Internet where we came from. There's nothing like seeing it first hand."

During the "pitch", the time machine starts to rumble. He tells Julie he'll think about it, but he should probably go and asks to be let out. Before he reaches the door, the time machine takes off, splashing poop everywhere. As the guys approach zero gravity, we see everyone floating around with poop in the air. The view cuts to a wide angle of the Turdis flying through space and we hear the exec screaming and the guys laughing as it flies across the screen, dumping objects and poop all over the planet.

off the table: how far is too far?

The GGs are narcissists that talk about themselves, not other people. They are insensitive and naive with self-deprecating humor, but there are a few topics that are presently considered too far or off-limits, especially when directed to another person. To that end, the GGs do not:

- Condone racial slurs
- Condone slurs against LGBTQ+ people
- Condone slurs against mentally or physically handicapped people
- Depict rape in a positive light
- Force any religion on others



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